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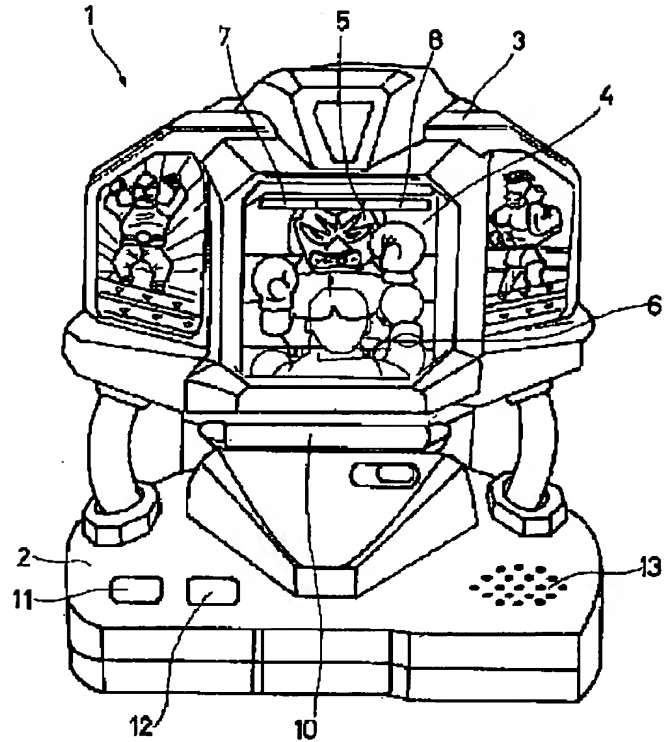
APPLICATION DATE : 14-07-93
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APPLICANT : SEGA ENTERP LTD;

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TITLE : GRAPPLE GAME DEVICE



ABSTRACT : PURPOSE: To obtain a grapple game device which enables to compete for a reflex nerve by providing an acceleration sensor in gloves which a player puts on, emitting infrared rays, based on an output of its sensor, and measuring the time until the infrared rays are photodetected after an attack is started.

CONSTITUTION: In the center of a display board 3 provided erectly on a housing 2, a liquid crystal monitor 4 is provided, an enemy character 5 in a figure of a boxer is displayed thereon, and also, an outline only of an ally character 6 for supposing a player is displayed. On the other hand, an acceleration sensor is provided in gloves which the player puts on, and when the player puts on the gloves and gives a punch, a signal is outputted from the acceleration sensor, an infrared ray emitting part contained in the gloves is operated, and the emitted infrared rays are photodetected by an infrared ray photodetecting part 10 provided in front of the display board 3. Subsequently, when an attack is executed by the enemy character 5, the time until the player thrusts the glove in accordance with this attack is measured, and a speed of an attack of the player is decided.

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